

City of Friendswood

Deputy Fire Marshal II Job #526

The City of Friendswood is currently accepting applications for a full-time **Deputy Fire Marshal II**, **Job #526**, in the Fire Marshal's Office. The base salary is \$71,225 to \$77,962, annually DOQ.

Duties: Investigate the origin and cause of fires, maintain fire inspection programs, conduct public education programs, conduct plan reviews and take part in the City's Design Review process. This position will also assist the Fire Marshal's Office with maintenance of the City's Emergency Management Program.

Work Performed: Perform inspections on structures for possible code violations and hazardous conditions. Prepare reports for inspections, investigations, life safety complaints and various responses. Coordinate public education and training programs. Participate in after-hours call out for fire and disaster responses. Act as an Emergency Operations Center shift supervisor for emergency situations and disasters. Maintain the readiness of the Emergency Operations Center.

Skills and Knowledge:

Required: high school diploma or G.E.D equivalency; 1000+ hours of documented training; two years of undergraduate education or Associate's degree in Fire Science, Fire Engineering, Fire Protection, Criminal Justice or Emergency Management. 5-10 years of fire service-related experience with exposure to fire investigations and inspections. (TCOLE) Peace Officer, (TCFP) Fire Inspector, (TCFP) Arson Investigator and NIMS certifications (700, 100, 200, 800, 300, 400, 701, 702, 703, 706) required.

Preferred: Bachelor's Degree (BA or BS); Fire Fighter and Instructor certifications; FEMA Professional Development and Advanced PD certifications.

This position will remain open until Dec 29.

See the City's website for more information or to obtain an application at www.ci.friendswood.tx.us. No phone calls please.

The City of Friendswood is EOE/ADA and participates in E-Verify.

Apply at City Hall 910 S. Friendswood Drive Friendswood, Texas 77546 Fax: 281-482-6491